

The Use of E-Book Creator to improve English learning achievement on the material of environmental figures in phase F MA Negeri Salatiga

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ABSTRACT

English Language Learning (ETL) is a foreign language learning F, this study aims to improve English achievement on environmental activist material by using e-book creator. The population in this best practice is 120 students, The research method used is research and development. This research model uses ADDIE (Analysis, Design, Development, Implementation, Evaluation). which aims to enhance achievement, as the basics of stages in a coherent manner (nuszewski & Molenda, 2008). The results of research, as follows: the minimum score in the English class of MA Negeri Salatiga school is 70, the data of score before using e-book creator 13 % got more than minimum score and then after using e-book creator increase to be 61,34%

Keywords: E-Book Creator, English achievement

INTRODUCTION

The Digital development in the world of education is very rapid, thus the need for digitization of education is unavoidable, which was previously the development of technology so fast that all information with various forms and interests can be widely spread throughout the world in seconds in this new normal season. Therefore, the presence of digitalization is something real and undeniable. It is certain that digitalization is having a major influence on the life of a country, including Indonesia. Thus, the digitalization of education is a certainty, including education in Indonesia (www.balitbang.kemendikbud.go.id, Sawali (2013).

Learning that does not pay attention to the current situation and conditions, the bill is still the same, namely achievement, if you still use the old pattern (manual), it will gradually be abandoned, so current learning must be oriented towards self-regulated learning, autonomy learning or learning independence. Of course, it is no longer teacher dominated, but the teacher as a facilitator should utilize smart technology, including mobile applications, digital-based applications such as book creator (Hasbi, 2021).

One of the problems faced by MAN Salatiga students is the lack of participation in the learning process that involves minimal technology, even though every student has a gadget due to many factors such as high levels of boredom that eventually trigger acute laziness, difficulty buying internet packages, not to mention slow internet networks, and so on. The low level of student participation has led to a decline in students' achievement motivation. It is time for smart and innovative learning applications to be developed, such as the book creator application.

Several studies have shown the effectiveness of the book creator application in the learning process, so with creative and innovative teachers in utilizing free book creator technology, so as to produce valuable E-Book works for online and offline learning activities and the level of student participation increases (Wibawa, 2020).

Furthermore, the results of research by Puspitasari, Verdiana et al (2020) show the results of students' responses to intelligent learning with the book creator application obtained positive results with a percentage rating of 82%, this shows that students have an interest in the application of products/learning through the e-book creator application developed.

Similarly, Towner and Carrera (2019) in their book-on-Book Creator also explain that Book Creator can support foreign language learners. Book Creator is an appropriate application for various subjects including English which covers 4 aspects of skills namely, reading, writing, speaking and listening. Book Creator also provides learners with materials that can be customized according to their language proficiency level.

Based on various phenomena and the results of existing research, the authors have conducted further research with the aim of providing better reflection, and the level of research accuracy reaches maximum progress,

namely by “*The Using of E-Book Creator to improve English learning achievement on the material of environmental figures in phase F MA Negeri Salatiga*”

BEST PRACTICE DESCRIPTION

Book Creator

There are actually quite a lot of smart learning applications, including iMovie, Green Screen, Show Me, Duolingo, speedy English grammar, cake, SSAT English Comprehension LE, English Writing, and so on. However, the author is interested in using an application that is used to create e-module-based books. Book Creator is a simple “tool” to create an attractive book (Hasbi, 2021).

Schoology (2019) survey proves that Book creator is a simple “tool” to make a book attractive. Why is it said to be attractive because usually a book only displays text and images, but with this tool users can not only display images and text but can also insert audio or video even quizzes and assessments, so this is where the importance of developing e-book-based learning or book creator.

Based on the some of the above definitions, it can be concluded that book creator is a digital book application that facilitates a fairly smart and efficient learning process.

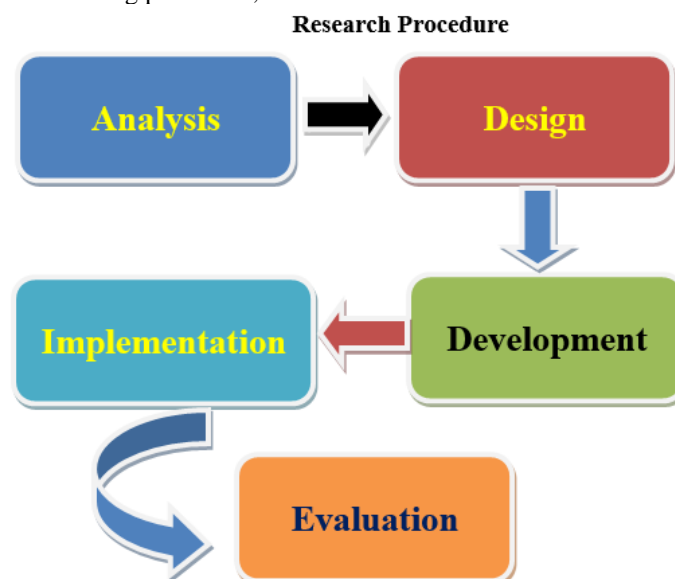
Learning

There is an opinion that states that learning is a change in behaviour resulting from experience, which is effectively the statement explained by Cronbach (1954 p.64) as follows: “*Learning is shown by a change in behaviour as result of experience*”.

On the other hand, intelligent learning is a change in human dispositional capacity that takes place over a period of time, and which is not simply ascribed to the growth process. This statement is stated by Gagne (1979 p.39), namely: “*Learning is a change in human disposition capacity which persists over a period time, and which is not simply ascribable to process of growth*”.

Best Practice Method

The method used by the author in the implementation of this best practice is to use the ADDIE development model (Analysis, design, development, implementation, evaluation) which aims to lead or achieve effective learning, as the basic stages coherently (Nuszewski & Molenda, 2008), there are 5 stages in this method, so that it can carry out the learning process coherently, structured, programmed, as well as measurable, in phase F class (CLASS XI), namely the following procedure;



Picture.1 Research Steps

1. **Analysis,**
Identifying problems and characteristics of students, in a humanist way, namely humanizing relationships, what kind or style of the learning students want.
2. **Design.**
Designing learning strategies and determining student activities, like how to know the environment figure.
3. **Development.**
Development by creating content, assignments and assessments which can be put in the book creator by using the link of google form.

4. **Implementation.**

In other words, executing, prototyping assessments, and student participation in learning via the link of google form

5. **Evaluation.**

In independent learning it is called reflection/feedback, formative assessment, which measures learning outcomes during learning. Summative assessment, which measures learning outcomes after learning is complete.

The result

There is an increase in students' English achievement on the material of environmental figures in following the learning process using book creator as the smart media, namely almost all students get the minimum completeness value in the assessment, where the minimum completeness value is 70 compared to before the use of the e-book creator application.

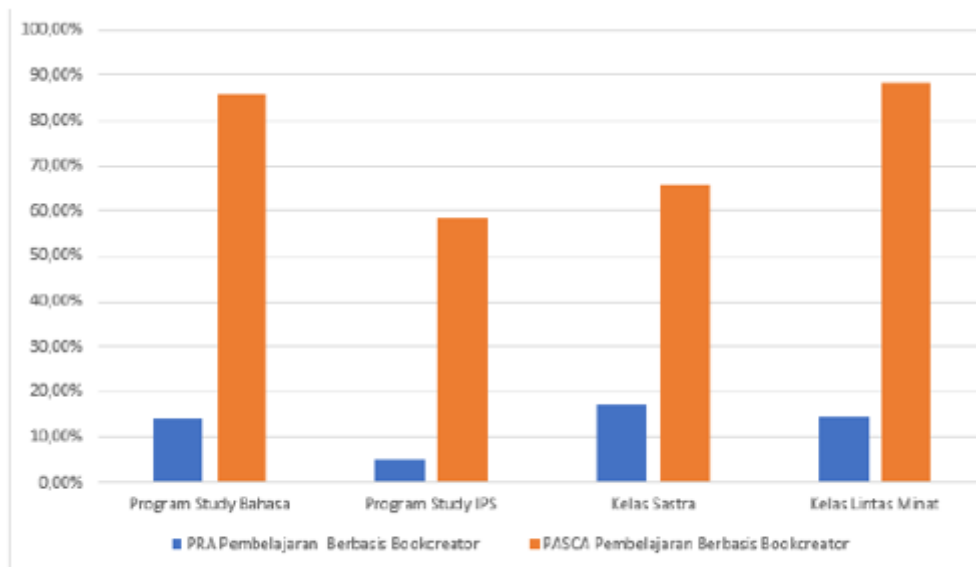
The following is a diagram of the progress of learner participation in book creator-based intelligent learning in the 2024, exactly in this semester;

Graphic 1

The Best Practice Ideas

Before and after apply the using of book creator in the teaching and learning process

PRE AND POST LEARNING CHARTS E-BOOKCREATOR BASED 2024



The chart.1 learning achievement pre-post in the using e-book creator

Based on the diagram above, it describes that: The achievement rate of students in following the *Pre*-learning process (before using book creator-based learning) shows a percentage below the minimum completeness score that must be achieved (70) quite a lot, namely: Language Study Program (F.11) 14.28%, then Social Program approximately 5.20%, Science class 17.14%, and finally Literature class at 14.70%.

While the graph of the *Post*- process (after using book creator-based intelligent learning) shows a better increase in achievement, although it has not reached a maximum of one hundred percent, namely: : Language program 85.71%, then the social program is approximately 58.33%, while the science class is 65.71%, and finally the Literature class at 88.23%, so it can be said that learning achievement in the learning process has progressed or increased.

POTENTIAL CHALLENGES AND SOLUTIONS

The challenging

The problem encountered during this learning practice is the readiness of students to accept learning using the media that the teacher has designed. Not all of the students in the class have credit packages on their smartphones and poor internet signals, so the teacher needs more the time to condition the students when using e-book-creator.

The Solution

In order to all of the students can follow the learning well, for students who do not have smartphones can still access the *e-book creator*-based learning media that has been designed previously, the teacher facilitates these students to be able to use computers in the language laboratory so that the learning process runs smoothly as expected.

CONCLUSIONS

Generally, the author can conclude that based on the results of the study of best practices above and the discussion in the previous chapter, it can be concluded that: Learning based on the e-book creator application occurs progress or an increase in the participation rate of students in the learning process, even though it has not reached 100 percent perfect degree.

RECOMMENDATION

The following suggestions can be made to improve these three factors:

1. The educators.

In delivering the teaching and learning process, teachers can use a variety of creative ways as well as needed, so that students easily accept and digest the subject matter delivered. Some application models that can be applied in the teaching and learning process include; *iMovie*, *Green Screen*, *Show Me*, *Duolingo*, *speedy English grammar*, *cake*, *SSAT English Comprehension LE*, *English Writing*, and so on.

2. The institutions.

For policy direction, the facilities needed, such as accessing the internet, should be improved to realize the digitalization of education and learning. which has experienced technological developments.

3. The students

Students are more active in participating in the learning process and can develop their abilities in more competitive learning with application-based learning.

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